

THE COMPLETE AND INDEPENDENT GUIDE

TV GAMER

all the
games you can
get for *Intellivision
*Atari *Vectrex *Coleco



covers
over 200
games

PLUS GREAT
COMPETITIONS

*WIN
a Vectrex

*WIN five new
releases from Atari

TV GAMER

Dear Reader,

Welcome to the first issue of TV Gamer

This guide is for everyone who owns, or is thinking of buying, a video games system. New owners will have missed games which came out a few years ago, and often only the most recent games cartridges are widely available. Unless you are lucky enough to live near to one of the few specialist shops that carry a large range, you don't stand much chance of finding out what you've missed. That's where we come in. TV Gamer lists all the games cartridges available for the four systems we cover, with reviews and comments.

Don't run away with the idea that a game is no good just because it's not the latest thing out. Many early video games cartridges can still bring hours of enjoyment although they are now being sold off cheaply. Sheepsteep just haven't got the room to stock all the cartridges produced, so they sometimes have to sell older items to make way for the new - which gives alert gamers the chance of a bargain. Similarly, some ranges of cartridges may not be widely stocked simply because retailers don't have the space. TV Gamer makes room for them all and shows you the complete range of choice.

We deal with the two most popular systems of today, ATARI and INTELLIVISION, and introduce two newcomers, COLECOVISION and VECTRIX. The newer games have more recent electronics, but the older systems have had longer to build up their list of games - and games are what counts.

Atari and Intellivision are probably already known to you, but the newcomers have good pedigrees, too. Colecovision is backed by the huge CBS company of America. They have made a triple attack on the games market - a new console featuring better colour graphics than any other system currently available, a range of cartridges to play on the Atari (and coming soon, an adaptor to allow Atari cartridges to play on the Coleco console). Well worth keeping an eye on. Vectrix is backed by Milton Bradley, and there can't be many of us who haven't played with MB games at some time in our lives. This product has a unique display system, never before seen in home video games.

Video Games Guide will be published every quarter - and a lot can happen in three months to video games!

Write and tell us of your successes, or your problems. Since we only cover these four systems, we probably know more about them and their new developments than magazines that try to deal with every game under the sun. Writers of all letters published will get a free copy of the issue featuring their letter.

I look forward to hearing from you!

The Editor



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Who are our reviewers?

First and foremost they have to be avid gamers - real players and fans - rather than professional journalists. Typical of our group is **Chief Reviewer** Dennis Wilkinson - a student from Bromley Kent. He started playing with an Atari in 1979 and hasn't stopped since! He prefers space and adventure games - the better the better.

Active gamers are tried out on the group's younger brothers and sisters - but usually only after the older ones have tried them out first. Just to make sure they're not too difficult you understand!

Our reviewers are mainly youth cost based, and we would like to spread the net wider. If you have one of the systems we cover and would like to be considered for inclusion on our panel, why don't you write to me? Tell us about you and your equipment - and we'll see what we can do.

GETTING INTO VIDEO GAMING

New gamers — and parents of young games fans! — should find this a useful introduction to how it all started, and to what's going on today in the world of TV gaming.

How it all began

In the 1950s and 60s computers were huge machines needing plenty of fan-cooled air, masses of power, and air conditioning to stop them from overheating. Most of these giants were still like it very much today's supercomputers. They needed a full-time staff to operate and because they were so expensive they were often run dry, and might be put to rest, before being used.

Video-gaming was really born in the two small hours of lovely evenings when bored operators had to extract some entertainment from their only companions: the computers. Word games were first followed by story games, which have grown into today's role-playing Adventure games.

Many computers were used for military research, so sometimes related to tracking blips on a screen inspired by this, a space game was developed by Steve Russell in 1961 to demonstrate the capabilities of a new computer, although an \$130,000 for each machine it was not available to many people. But the game started others thinking.

In use of real-time interaction — that is, the computer was fast enough to make its calculations as you moved a controller and after the screen almost immediately — was now well starting.

The arrival of Pong

This need inevitably came in 1972 when an American, Nolan Bushnell, developed a game which gave the player control of a ball, with which he could hit a ball that was thrown by the computer. He called it Pong. Few or while nobody wanted to know that he possessed a law in his hometown of Sunnyvale



Children to try out the machine.

Within a few days the bar was on the phone telling him that his game had stopped working. He rushed over to see what had happened and discovered that the game itself was fine — it was the colour that was it's trouble. It was so full that it had jammed and stopped the game working. That problem was soon fixed, and the successful Pong was launched on the world.

A few years later home versions began to appear, first in America and later over here. These early games were relatively crude, in black and white. Players had touch overlays on their TV sets to show all the boundaries and other information that the computer could generate for itself, without these overlays it was sometimes difficult to tell some of the points apart. Nevertheless, nothing like this had ever been seen before by the public, and they sold in great numbers all over the world.

Atari makes their console

Atari were among these last players, and introduced their own familiar controls in 1976. This was one of the first programmable consoles — the games themselves were contained in small removable cartridges. Most players could actually swap games without having to hit out for a complete new system, as they previously had to do.

Three systems dominated the games world in the late 1970s — Atari, Magnavox (the American brand name for Philips) and Michel Atari produced the well known Atari console. Magnavox produced



The idea was to bring 12- to 16-year-olds into the living room and adapt them to play Atari cartridges on their computers — and the one outside from Coleco will have an adaptor for these cartridges as one of the first accessories. Then the manufacturers of controls released three weeks ago market eye for eye-top-down (the controls to fit a VCS) should also fit the Atari computers and the VCS II computer. Suddenly there are a lot of new improved joystick and other types of controller on the market.

Making the right choice

Will it fit?

ATARI 2600 will accept any cartridge based on Atari or Atari compatible and most of the new ones (10-1).

INTELLIVISION will accept Intellivision and a very few compatible cartridges. It won't take other controllers, save its own one not removable.

CBS COLLEVISION will accept any CBS (Electronic) cartridges and with the Atari adaptor will accept all those for that system too. The controllers are removable but it's too soon to recommend any alternatives.

WDC/TELE will accept only Vectrex cartridges from MS Games. It works on a totally different system to the others and it's unlikely that there will be either a converter for other games or that anyone else will make games for this system.

Will it work?

If you buy your games console and cartridge from reputable shops or mail order companies on the contrary you should have no problem. However, there are a number of differences between the TV systems in different countries — particularly between Britain and the United States. Games or cartridges bought in US will not usually work here. At best you will get a picture with poor colour or worst you may get a distorted scaling of the picture. If the console you are thinking of buying isn't in an area where you have never heard of the manufacturer, make sure that the cartridge is PAL (the system we use in Britain). If you do run into this kind of trouble, try not write and tell us about it!

Colony which later came to the UK as the GX400 and Metal introduced their Intellivision. All these had removable cartridges, sound and best of all, full colour.

Because of some of the earlier games may still be found, and these are often cartridge based colour games systems available. But in this guide we have decided to concentrate on the most popular current systems.

Legal battle over cartridges

Atari dominated the market for so long that they have been attacked by other companies making games cartridges to fit their console. Atari took them to court and a law takes some time for the courts to clear. Despite Atari's best efforts, other companies have won the right to produce games to fit the Atari — the licensed compatible cartridge Activision and Imagic are the two best followed by Parker and a Hong Kong company Spectravision.

Many other American companies have announced that they will produce compatible cartridges some have actually done something about it and a few have real products to show. Of those who have a product to sell, several have no plans to come to Britain until they have settled the American demand and some of the others have financial or other problems.

There's a lot happening in America, but so far it hasn't spread over here yet. One level that has arrived is that companies producing cartridges to fit the Atari realised that they could also manufacture them to fit other systems while they were about it. So now there are a number of Intellivision compatible cartridges on the market.

Looking after your game

- An adult should always do the plugging in and setting up for younger children. The equipment — mainly electronics and wires — will be treated as carefully as it will be treated on roughly as a child treats a game.
- Treat biggest bit — a chip — as a chip. Keep consoles and cartridges warm and dry and they will last for years and dry and they will last for years.
- Remember that you should always switch your console off before inserting or removing a cartridge. It is possible to ruin the cartridge if you don't.
- Don't let your Atari Intellivision or Coleco rest without a game cartridge in it. This might damage the console.

YOUR GUIDE TO THE REVIEW LISTINGS

This guide can help you learn far more about the video games available with graphics and new releases clearly marked. As well as a write-up of the game's quality, there are a few important things you need to know about a package before spending your money on it. We've condensed all the major details under the heading for each game.

NEW! NEW! NEW!

Remember just how surprised you feel when you find out the best new video or computer games during the launch issue of TV Games? Sometimes manufacturers change their minds when it's just too late for us to do anything about it. And new releases may not be on sale in all areas at the same time. By checking with your local shop if you need further information about a release date.



When each system we've started the best of each type of game. They're the ones you think a bona fide gamer would wish to look at first - and if we've missed your favorite, why not write in and tell us? We've taken into account the statistics of each system, so that when it's a game, it's made its way onto its several systems. It isn't necessarily started in all of them. We won't recommend something that we haven't tried out ourselves, and new games may be getting just because they're new - they have got to be amongst the best of their kind.

The game categories

ADVENTURE

First-person play comes to us as you play a specific character and face a certain task to complete in order to win the game. This usually involves collecting objects along the way which will help you on your quest. Many games of this kind have a Dungeon and Dragons theme to them but this is not exclusively so. There are now games in the category based on popular films like *Tron*, *Star Wars* and *ET*.

CATCH 'N SCORE

One of the smaller categories but nevertheless worth a mention. These are games whereby you have to follow an moving object coming at you and you must catch them in order to score points. The first of these was *Acrovision's* *Eurozone*.

CHILDREN'S

These are games with the young children in mind. The games are likely to be simple and will feature characters that younger gamers enjoy relating to.

TYPE We're in the late stage of a revolutionary previous genre. Potentially, few games have changed their original format.

BRAND NAME The entry in the glossary of brand names of the magazines will tell you more about the company who produced the game, and our Shop Guide will be a fine place if you're unsure how to buy them. Well known brands are widely available. It is a waste of money to buy a new brand.

REFERENCE NUMBER A page should read it.

NUMBER OF PLAYERS

- 1. Single-player computer game.
 - 1+1. Two players working in it.
 - 2. Two players playing game together.
 - 1+1+1. Two players playing with other with the game only being used and it being used.
- Add letters with numbers to show or for (20+40) or the same as - with a group of these codes for a game code.

SPACE SPARTANS

3416 Marel Electronics £39.95
1 single game
Needs Intellivoice £45.95
SCIFI SHOOT EM UP

PRICE We show the recommended price when you get it, and our best price when it's on. You may well find better prices if you check the store.

OPTIONAL EXTRAS Some magazines suggest accessories which may be rather pricey. If other magazines refer to it in the review, that's the game.

GAME CATEGORY This is a list of all categories based on the type of game the game is. See the review for more.

NUMBER OF CARTRIDGES Many cartridges contain several different games, and include options on the main screen. Generally speaking the bigger the cartridge, the more likely it will be to contain more than one game. Some feature a lot of variations. Some of these are fairly to be used several times, as well as having longer programs. They have a number of variations so that although you have only one game, the details change each time you play.

REVIEW Remember we don't get a chance to review a game properly before the magazine comes. In this case we'll write the first paragraph we can read, follow it up with a full review when it has been done.

INTRODUCING TV GAMING

CLASSICS

These are video games based on well-known card games or boardgames such as chess. These tend to be less popular unless it usually makes not cheaper to buy a chess set. Although they are useful for fans of a particular game who don't have a partner to play with.

COMBAT

Games which involve one or two players battling against something or someone other than a space. In the category include tank and sea battles as well as dragons and monsters.

DRIVING

Games which put you in front of the steering wheel and where the object is not to kill anyone. Not so much of everything.

EDUCATIONAL

Contrary to the category name I designed just for entertainment but also to teach the player something as well. Most of them are designed for children to improve their basic maths or spelling but there are a few available to teach other areas such as computer programming.

MAZE

There are now quite a number of games available that involve you running round a maze gobbling things up usually food. This type of games has become even more popular since the arrival of Pac Man.

MOVIE TIE IN

The games in this category have been based on either a popular motion picture or a TV series. Parker started off the current trend with a game based on The Godfather (1972).

SCI-FI

By far the best performing category of the start-up period is this kind of game. As a matter of fact, a fantastic trend is also indicated in this genre.

SHOOT 'EM UP

As the name suggests these sort of games involve you shooting at something or someone and scoring points for kills. Most top performers in all Combat games are Shoot 'em ups.

SKILL

This is our miscellaneous category for all the games that don't fit naturally into any of the other groups - all require a degree of dexterity.

SPORT

All the games based on genuine sports like soccer or bowling. Most specialists in this type of game.



WHY GO ELSEWHERE



VECTREX

Mattel Electronics
INTELLIVISION



ACTIVISION



Who gives you top names in TV games and cartridges? . . .

GREENS are constantly reviewing the range of top TV games and cartridges to give you the most exciting and challenging games for your TV game.



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FOR VIDEO GAMES?



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VECTREX

A new mini-arcade system with
its own built-in screen

VECTREX is unique. It's not really a TV game—at all—more a miniature on-side machine. For one thing, it's complete with its own built-in video screen. The another, it doesn't even work like any other TV game.

But let's get on to the basic idea.

The Vectrex is a plain looking, up-ended plastic box with a screen at the front and a computer bar at the top. By building the screen into the box containing the computer the designers have been able to escape the problems that afflict the ordi-

nary TV set. Instead, the screen is directly under the control of the computer. The difference in quality and performance is keyhole.

Ordinary TV sets print their picture on the face of horizontal lines faster than the eye can see



30 complete screens in a very second or less. Fine for TV pictures but not very fast in computer terms, especially when the computer is moving lots of things around the screen at the same time. Another problem is straight lines and edges. Ordinary TV games make up their pictures by using little coloured rectangles called pixels. It's rather like colouring in a picture on a sheet of graph paper or a child finishing with toy bricks. Vertical and horizontal lines are straight, but diagonals look like flights of stairs. Vectrex fixes one trouble like that and breaks up each line, and simply draws a straight line between them whenever the angle

is too steep. This does the screen better because it wastes time covering the whole of the screen for each picture. It only goes where it's needed, under direct computer control, and is considerably faster too. This is the way every full size coin-op arcade game works.

The Vectrex display is superior to a TV set in some ways, but it loses out in others. The display is in black and white, although most people don't even notice that after the first few minutes - the colours seem lost that you're too busy to care. There's a coloured overlay with each game to create worse colour, and this gives a sufficiently lively effect.

By using a different type of system, Vectrex has discovered lessons for some games which have already been released via other computers. And it's in the natural system for arcade games which work the same way. This certainly gives Vectrex the advantage if you want your games as much like the real thing as possible. There's another lesson - for Vectrex uses the same sound producing chip as its coin-op big

brothers, so you'll get genuine noises.

The control panel consists of a highly responsive eight direction joystick and four action buttons which can be given unique jobs to do in different games. There's only one controller with the rest of it its own under the screen when not in use. It's impossible should you need to send a crew for repair or if someone produces an alternative through this sort of thing. There's a spare socket for a second controller so that two players can operate together, but it's not yet about (28).

There's all you can see - but what you can't is almost as important. The Vectrex has a powerful computer tucked away inside it, with a very large memory of 16k, bigger than any other game. Some of this is taken up by an inbuilt game called *Minotaur* which is always available and can't get lost. When Vectrex says that a game is better when they really mean it. Other games come in cartridges as usual, and plug in to a slot as in other games.

Another hidden extra is the way it's built in already, and as soon as some cartridges are available you will be able to play these without the need to buy any extra accessories.

There will be extra sound effects too. No designer could be expected to leave the potential of

such a powerful computer unexploited, and a number of built on goodies are in development. The available, of course, is keyboard.

In short, Vectrex is a powerful well conceived system that won't need to monopolize the family room and which will play on yours, those is a power point. It's ideal for spare time bottle games, but not so good for cute characters such as *Pac-Man* or *Kang*. The main attraction at the moment - if a very very fast.



ARMOR ATTACK

\$134 MR Electronics C29-66
1.2 1 variations
COMBAT SHOOT 'EM UP

This is definitely the Vectrex game to Acorn's Clevidot cartridge although it's been updated by the 80s. The enemy has become your enemy, most of your army has been slain, and you're alone in an abandoned jeep equipped with machine guns. The enemy tanks and helicopters have been alerted to your position and are on their way in groups of two, three, or more - with guns blazing. The two player version, which needs an additional C29 controller available from Vectrex, revisits a classic battle. In this you are pitted against the tanks and, capture an a two man team, with two keys. Against he'll those who enjoyed playing Acorn Clevidot.

BERZERK

\$129 MR Electronics C19-85
1.5+1 1 variations
SHOOT 'EM UP

Already a highly popular arcade game by Data Electronics, and a popular VCS game by Acorn, MR now hopes to create another landmark with the Vectrex version. This also is to take your way through a maze full of robots before Dad-Oo - a menacing looking beach ball business you to death. Like Scramble, Berzerk revisits an amazingly well known being in the arcade game with the exception of Dad-Oo, who shoots (spite) back right being made up of straight lines. Despite the name outside the game itself is highly enjoyable and it should please all fans of the arcade game who were a little disappointed with the VCS version. C



BLITZ

\$120 MR Electronics C19-82
1.2 1 variation
SPORT

This is the first sports game to come from the programmers at Vectrex. A rendition of American football, it needs an additional C29 controller for two player versions. A rather disappointing simulation as the two teams are represented by 'X's and 'O's and by artificial figures. If you're not a US Football addict, this game may not really appeal, but all fans will find it pleasing. The cartridge features an extremely well-designed one player version. C

CLEAN SWEEP

\$120 MR Electronics C19-89
1.1-1 2 variations
MAZE

One of the most sleekest games of the Vectrex is the fact that Pac-Man type maze games are very tricky to bring off using Vectrex's graphics. Which is why arcade hits like Pac-Man and Donkey Kong use frame graphics. However, Clean Sweep sets out to break the tradition. The maze is set inside a



brick wall and you're a warman chasing (and) the enemy scattered over and the maze. As you can't walk a off up or down, you have to take an arbitrary route in the center of the screen. Vectrex Player never offer you but you can fight back at them by going into one of the enemy's rooms positioned in each corner.

A fairly successful attempt at a maze game using Vectrex graphics, the first to be set in a brick wall in the maze or single. C



COSMIC CHASM

128 MB Electronics \$19.95
1-1-1 2 versions
SPACE ROLE PLAYING

The best of this genre is to blow up as many planets as you can before you run out of your lives. You can first experiment with a couple of the screens of the planet, all using all the underground tunnels and rivers leading to the center of life. You must then hit the core and begin a war with the planet's outer rings as the other player. You only see the map of these territories, you must be quite fast if the total data is huge—otherwise you will strike by 1 hit in the tunnel, explodes in each of three main leaders to the core is an expanding circle which gets bigger the longer you are passing through. You are also faced with a group of these ballers on your destruction. This is certainly one of the most challenging and exciting features ever produced. **A-D**



© 1988

HYPERCHASE

128 MB Electronics \$19.95
1-1-1 2 versions
SPORTS

Hyperchase is the latest expansion to Atomic Night Dr., an old Oregon Turbo. You are at the driver's seat of a racing car, getting against a racing team and other cars. The only real problem with this title is that with 1-1-1, you experience most of the game which is only available in the 1-1-1 version. I would like to know the cost to update the other side of the 1-1-1. Atomic Turbo is a very enjoyable title, as the night of the road, driving a quarter-mile in the game is a high-speed race with all the other elements of a racing game. The 1-1-1 version is very enjoyable. The 1-1-1 version is a very enjoyable game. **A-D**



MINESTORM

128 MB Electronics included in console
1-1-1 1 version
SPACE SHOOT 'EM UP

This is the game that is the best of the best, and it is only available in the console version of Atari's. This is a very fast-paced game, and you have to destroy a number of objects that are flying around you. The objects are much like those in the game, and you must be very fast to destroy them. Each time you clear one object, you are sent to the next, with the main objective to destroy and destroy. Good skill is needed to get beyond level seven or so. Both challenging and very nice to look at, this is a very probably the best game to come with a console. A game that should have long lasting appeal. **A-D**

RIP OFF

128 MB Electronics \$19.95
1-1-1 1 version
SPACE SHOOT 'EM UP

Another space-themed, but one of the better ones. This is a very fast-paced game, and you have to destroy a number of objects that are flying around you. **A-D**

game that is very fast and will keep you entertained. The game will keep you entertained for a long time. You don't have to be a fast player, but if you are a fast player, you will have a great time. A very fast-paced game, and you will have a great time. A very fast-paced game, and you will have a great time. **A-D**



© 1988

SCRAMBLE 

8125 MB Electronics £19.95
1/2 1 version(s)
SPACE SHOOT 'EM UP

Second in the best Miss America Videogame series (after 1980 by the UK Electronic Games Magazine) Scramble was initially released in 1978, the popular arcade game of the same name. It is probably the most successful of the series, with more than a hundred million copies.

The aim is to shoot and break up enemy missiles, fuel tanks and other as possible while you are in flight in the enemy HQ. There are four different places to explore before you reach it all passing away if there isn't it is. Destroying the HQ is the ultimate goal but can be done if you're skilled. That is why for the best game on the machine, around at the moment and it is a first cartridge you should keep it as it is selling it already before the price is

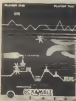


Scramble

STAR HAWK

8127 MB Electronics £19.95
1/2 1 version(s)
SPACE SHOOT 'EM UP

A simple game for those who don't want to see their brains. The object is not to shoot anything is right. You don't even have to worry about getting killed, as by starting fire on them you kill them. The game is played on a large board, you can game 60 seconds and on a scale of 30 for every two the second you're not score. The ending and the shape of the starship shape are remarkably like to those in the Star Wars in the corner will always appear to any "real" Star Wars fan. □



Solar Quest

SOLAR QUEST 

8121 MB Electronics £19.95
1/2 1 version(s)
SPACE SHOOT 'EM UP

A space game which, although involves a lot more than simply shooting everything in sight. It is space, with a due to the control a full is also done you an expect. The control is highly responsive and highlighted with which you must destroy all enemy ships. There are also an enemy ship, a one of the game's main features. Firstly that it is a game for two players. Firstly that it is a game for two players. Firstly that it is a game for two players. Firstly that it is a game for two players.

Secondly that it is a game for two players. Firstly that it is a game for two players. Firstly that it is a game for two players. Firstly that it is a game for two players.

SPACE WARS

8100 MB Electronics £19.95
1/2 1 version(s)
SPACE SHOOT 'EM UP

The game is based on the popular Commodore version in game which is fun was based on one of the games to be played on a television computer. Both in the real life. The game is a straightforward battle to game play it between you and the computer or a human opponent.

The usual laser controls are there too. On a scale of missile hypersonic. The game is a winner in terms of realism - for instance you have limited fuel and fuel supplies and glowing fuel will fly from your ship. The other player that for anyone played against the computer is a very challenging indeed. It is an excellent game. Although it is a fairly old game and definitely one to add to your game library. □



Space Wars



Star Trek - The Game

STAR TREK - THE GAME

8120 MB Electronics £19.95
1/2 1 version(s)
SPACE SHOOT 'EM UP

This is a game for all Trekkers and Star Trek fans. You take in a battle you way through seven sectors of space to the Klingon Mothership which can be destroyed only with a photon tor. On the way you can liberally assisted by other Klingon and Romulan. You have limited fuel and energy supplies which need to be replenished by docking with your base. You can help to increase by the resistance of a Klingon ship which can transport you safely to the final sector.

An addictive game, as players can always find a opponent on their last performance and push up their PS. □

WIN a VECTREX!



Here's your chance to win one of the amazing new Vectrex games, complete with two games cartridges – Sorcerer and Berserk.

Since Vectrex comes with Mine Storm already built-in, the winner will have three exciting games to play there and then. Just plug in and play... anywhere there's a power point – your room, the spare room, or take the whole thing round to a friend's house. You don't need a TV! Vectrex has its own screen built-in.

As you see from our system to win, the screen picture is made in a different way on the Vectrex from ordinary TV pictures. We've used this difference as the basis of our competition. Below is an enlarged section of a Vectrex screen during a game. You are controlling the craft on the left. Find out what you are heading for by plotting the following points, using the printed scales: E5, H4, V1, H0, V0, N0. Join the points in the order you have plotted them and join the first to the last. Now answer these questions for your chance to win.

1. What game are you playing? (A quick glance at our reviews of all the Vectrex games may help here.)
2. If you are moving from left to right, what action should you take to avoid collision?
3. Once you had bought a Vectrex, how much extra would the game cost you?
4. Name any **three** games using vector graphics.

The Rules

1. The prize will be awarded to the entrant who correctly answers the four questions above and prints Editor's opinion given the best answer to question 3.
2. Entries are welcome from any country, but the prize is a UK voltage (240V AC) and servicing centres guaranteed outside the British Isles.
3. Entries must be received by August 31st, 1985. Winners will be advised by post and will be announced in the Christmas issue of *Ti Games*.
4. Entries will only be accepted on forms cut from *Video Games Guide*. Photographs are not acceptable.



ENTRY COUPON

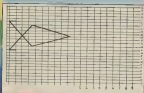
Name (Mr, Mrs, Miss) _____

Address _____

If you already have a video games system, please write in which _____

- 1 _____
- 2 _____
- 3 _____
- 4 _____

5. What are the advantages and disadvantages of the Vectrex built-in screen? _____



Send to:
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 187 Deodar Street, 12 Green Lane, London WC1
 London W1R 1AJ. 2024 Reg no. 1505589 England.

any. I believe it's being done. The Atari 8000 is a very sophisticated machine, and it's a pleasure to spend some extra money and add some extra features to it. I'll be glad to see the Atari 8000 with the extra features that you've added to it. I'll be glad to see the Atari 8000 with the extra features that you've added to it.

The Atari 8000 is a very sophisticated machine, and it's a pleasure to spend some extra money and add some extra features to it. I'll be glad to see the Atari 8000 with the extra features that you've added to it. I'll be glad to see the Atari 8000 with the extra features that you've added to it.

The Atari 8000 is a very sophisticated machine, and it's a pleasure to spend some extra money and add some extra features to it. I'll be glad to see the Atari 8000 with the extra features that you've added to it. I'll be glad to see the Atari 8000 with the extra features that you've added to it.

I agree, and I think that's a very good idea. I'll be glad to see the Atari 8000 with the extra features that you've added to it. I'll be glad to see the Atari 8000 with the extra features that you've added to it.

The Atari 8000 is a very sophisticated machine, and it's a pleasure to spend some extra money and add some extra features to it. I'll be glad to see the Atari 8000 with the extra features that you've added to it. I'll be glad to see the Atari 8000 with the extra features that you've added to it.

to speed and speed would change the way that the game is played. I'll be glad to see the Atari 8000 with the extra features that you've added to it. I'll be glad to see the Atari 8000 with the extra features that you've added to it.

greater than 100,000, and I'll be glad to see the Atari 8000 with the extra features that you've added to it. I'll be glad to see the Atari 8000 with the extra features that you've added to it.

Many of the Atari 8000's features are very similar to those of the Atari 4000. I'll be glad to see the Atari 8000 with the extra features that you've added to it. I'll be glad to see the Atari 8000 with the extra features that you've added to it.

Atari 8000's features are very similar to those of the Atari 4000. I'll be glad to see the Atari 8000 with the extra features that you've added to it. I'll be glad to see the Atari 8000 with the extra features that you've added to it.

I'll be glad to see the Atari 8000 with the extra features that you've added to it. I'll be glad to see the Atari 8000 with the extra features that you've added to it.

I'll be glad to see the Atari 8000 with the extra features that you've added to it. I'll be glad to see the Atari 8000 with the extra features that you've added to it.



results in a more accurate simulation of the way a ball should "roll" through a lane. You can adjust the amount of "roll" and "bump" on the ball, and you can also adjust the "roll" of the ball. The ball is a simple, solid, black sphere, and the lane is a simple, solid, black rectangle. The ball is a simple, solid, black sphere, and the lane is a simple, solid, black rectangle. The ball is a simple, solid, black sphere, and the lane is a simple, solid, black rectangle.

BOWLING

CG808 Atari 600/5
1 1/2 5 variations
SPORT

As a fan of the best of the early sport simulators, you'll love this Atari 600/5 1 1/2 square-foot simulation and skill in just 1 1/2 a myriad of ball strikes. □

BOXING

AG281 Activision 600/5
1 1/2 3 variations
SPORT

The game simply involves thumping your computerized adversary 10 times before he does the same to you. The screen gives you a bird-eye view of the ring and the boxer are indicated quite successfully. One of the better sport simulations. □

BRAIN GAMES

CG884 Atari 600/5
1,3+1 10 variations
needs keyboard 613 65
CLASSIC

This cartridge brings together a collection of 10 easy-to-learn games designed to test your powers of memory. For the price of the game and your time, you'll be advised to skip a purchase made for. □

BREAKOUT

CG662 Atari 600/5
1 1/2 1 single game paddle
SKILL

The second in a series of arcade games need a direct descendant from Pong, the first. A ball bounces across the screen as paddle is moved to. The aim of Breakout is to knock it off the track.

And for the first time, you can play the game in a single player mode. The ball is a simple, solid, black sphere, and the lane is a simple, solid, black rectangle. The ball is a simple, solid, black sphere, and the lane is a simple, solid, black rectangle.

BRIDGE

AG813 Activision 600/5
1 1/2 3 variations
CLASSIC

A card game not normally associated with the arena, quite surprisingly so as probably a more popular game than Lethal. May be subject to an early program that is a simple bridge. □

CARNIVAL

CG829 CBS Electronics 600/5
1 1/2 3 variations
SHOOT 'EM UP

A new change from the space shoot 'em ups. Set in a horizontal shooting gallery, you are taking pot shot at duck and rabbit targets while keeping on eye on the amount of money you have left. If you let the clock get too low they will come to the end and you'll have to start over again. The Wolf version does not have the bear sequence at the beginning and Colossus version, but it does seem to have better graphics than the Wolf version. A helpful recommendation of the Arcade list by GameZone. □

CASINO

CG886 Atari 600/5
1 1/2 1/4 4 variations paddle
CLASSIC

Several card games are included in the cartridge, including back poker and 10-bush American for position or 10. A memorable attempt at a game transfer, but it would be far cheaper to buy a good 10-bush and have a good one. □

CENTIPEDE

CG276 Atari 600/5
1 single game
SHOOT 'EM UP

Not a come-let-us-please-with-a-fighter-crazy creature. The classical arcade action that makes you might like to know that the original coin-op version of the game is based on a design by Donkey Kong, one of Atari's best-selling programs. The screen is a flat screen dominated by little columns of mushrooms. You are at the bottom of the shape of a bug, which has the head of the insect. You control the Centipede and it's a matter of time before you'll be the head of the insect. You must shoot all the insects along with the mushrooms. The game is a very simple game and is very easy to play. □

A good old-fashioned shoot 'em up with a novel twist to it. Very pleasing graphics and sound, which are in very similar to the original. □



If you think Pac-Man^{*} is a tough act to follow, meet Ms. Pac-Man^{*}

Make no mistake, this little lady is a screen sensation.

More dynamic, more talented than even Pac-Man himself (and he's the world's biggest selling video game ever).

Ms. Pac-Man has just what it takes to be a video star.

Graphics that are close to arcade quality. Four mazes to amaze you. She even hands out bonus points for audience participation. So visit your Atari[®] stockist and meet

Ms. Pac-Man in person. She can't wait for you to give her a screen test.





MISSILE COMMAND

CG0300 Atari \$24.95
1 1/2 1/2 10 variations
SCI FI SHOOT 'EM UP

This is the better version of the popular space-game of the same name. The WCC version was also good by Nick Fallick. You shoot for a total of 100,000 points. The graphics were better than those of the original game. Drones, Aliens, and a Cosmic Ark. The alien's lives were a lot more varied than those of the other versions.

Many you play a game of 100,000 points. You'll find it's a lot more fun than the original. You'll find it's a lot more fun than the original. You'll find it's a lot more fun than the original.

MOUSETRAP

CG1399 CBS Electronics \$29.95
1 1 single-game **PREVIEW**
MAZE

This is an interesting game of Five Men only that never has done. The title already known had been replaced by a mouse. The graphics were the same. The mouse only a game of 100,000 points. You'll find it's a lot more fun than the original. You'll find it's a lot more fun than the original.



By Fallick

MS PAC-MAN

CG0765 Atari \$29.95
1 single game
CHILDREN'S MAZE

Even though Pac-Man was the number one best-selling Atari game in 1982, many fans still wanted to play a different version of the game. The Atari version of the game was a lot more fun than the original. You'll find it's a lot more fun than the original.

Also in 1982 came up with something that even the most discerning Pac-Man fan would not fault with.

Ms Pac Man took up to 100. The graphics were better than those of the original. You'll find it's a lot more fun than the original. You'll find it's a lot more fun than the original.

NEXAR

8408 Spectravision \$19.95
1 1 variations
SCI FI SHOOT 'EM UP

This is a shooting game that is a lot more fun than the original. You'll find it's a lot more fun than the original. You'll find it's a lot more fun than the original.

**NIGHT DRIVER**

CG2830 Atari \$19.95
1 1 variations **puddles**
DRIVING

This is the best game of the year. You'll find it's a lot more fun than the original. You'll find it's a lot more fun than the original.

OTHELLO

CG2808 Atari \$19.95
1 1/2 1 4 variations
CLASSIC

A video version of the board game that everyone likes and when you win a game is a lot more fun than the original. You'll find it's a lot more fun than the original.

OUTLAW

CG0885 Atari \$14.95
1 1/2 1 11 variations
COMBAT

Based loosely on the old movie game, Outlaw was a lot more fun than the original. You'll find it's a lot more fun than the original.

**PAC-MAN**

CG0240 Atari \$29.95
1 1/2 1 10 variations
MAZE

Let your mouse control the game. You'll find it's a lot more fun than the original. You'll find it's a lot more fun than the original.

PELE SOCCER

CG0150 Atari \$24.95
1 1/2 1
SPORT

One of the best sports games of the year. You'll find it's a lot more fun than the original. You'll find it's a lot more fun than the original.



By Fallick

PHOENIX



CDROM Atari \$29.95
1 single game
SCI FI SHOOT 'EM UP

This arcade smash is now fully tapped to be the VGA prototype of 1993 and is the lesser. It has great Atari US and World Championship. The general idea is to blast as many birds as possible with your Great Crusader although unlike many games on Space Invaders or Galaxian, you can pause at any time in game play. You start off with small birds that are targeted all with a set track. After two waves you move on to bigger birds which is good to be shot to be avoided because not only does he kill but they also drop down and lower. This should certainly appeal to Phoenix Attack lovers; it is a lot like games of this type. **C**

PLANET PATROL

SA200 Spectracore \$19.95
1 of 1 4 variations
SPACE SHOOT 'EM UP

One of the few space games released this year that has not been trapped in either an arcade game or a film. The game itself has been well thought out and a number of skills are required as you to master it fully. You start about down on earth on you can't see the T.L.A. (Theater of the Arts) that come up right in your hand on. After that you must return the prize of a standard bank lighter. Don't destroy these enemy bases in order to continue - and that's just the start. You start with an the enemy in darkness. A very good space game. **C**

RAIDERS OF THE LOST ARK



CDROM Atari \$29.95
1 single game
MOVIE TIE IN

This adventure game is based on the highly successful film by Steven Spielberg. The goal is to find the Well of

Life which is the hidden Lost Ark. It is a fun game and to do this you must beat the other players in a technique the level of the Lost Ark film is different in its own. One can you must play as a team with the leader of the film. A fascinating game that is very good and fun. **C**

RAQUETBALL

SA200 Apollo \$19.95
1 of 1 3 variations
SPORT

Reserved for those who don't know it is the American game for squash like game, not the drink. The video version is very good and because it is a tactical system it is a lot of fun to play. **C**

REACTOR

SA1500 Perler \$29.95
1 33 variations
SKILL

You are in control of a robot whose task is to keep a nuclear reactor at bay. You have an expert help on the way. **C**

PITFALL



AD11 Activision \$29.95
1 single game
ADVENTURE

This is Activision's first attempt of adventure games and it has a definitely great taste to it. You are Pitfall Harry, a single explorer and treasure hunter who is for the Indians. From that this is probably not a coincidence. Recently Harry is back to to pick up all the treasure he can find along his route while avoiding snakes, poisonous mushrooms, logs and tar pits. To do this several skills must be used such as trapping crocodile heads and swinging on vines. Pitfall is certainly one of the best adventure games currently on the market for the MSX. **C**



WIN

the next five ATARI releases

You could be one of the first people in the country to play with the latest Atari games. The winner will have the next five Atari cartridges released in this country as soon as they arrive here from America – weeks before they appear in the shops. You'll have a head start over every other player in the country. Of course we wouldn't want just anybody to win – we want someone who will appreciate the games. So here's a chance to show just how much you really know about Atari cartridges...



See if you can answer these questions. They each refer to a different cartridge from the Atari range

- 1 A small boy in a striped jumper who helps a stranger from far away. The boy's name?
- 2 He has a whip and is threatened by snakes. His name?
- 3 He's an overgrown beachball who races round a maze eating power pills and ghosts. OK, that's easy – but what's the name of his girl friend?
- 4 They are a race of mutant flies. What's the name of their enemy?
- 5 In this game you have to use both hands to control your spaceship properly. What is the name of the game?



Put your name in the spaces on the coupon below and complete the sentence in question 6. It's your name and address, send it to us and you could win your way to Atari!



Rules

1. The prize will be awarded to the entrant who correctly answers the five questions above. In the event of a tie the prize will go to the entrant giving the earlier's opinion, the most appropriate completed on to question 6.
2. The prize cartridges are for UK TV. Please do check! Entries will be accepted from early Sunday.
3. Entries received & received by August 31st 1983. Winner will be advised by post and the results will be announced in the Christmas issue of TV Gamer.
4. Entries are only valid if they are sent from TV Gamer. Postcodes are not a necessity.



TV GAMER

ENTRY COUPON

- 1
- 2
- 3
- 4
- 5
- 6 Complete this sentence in not more than ten words: 'The best thing about my Atari is

Name (Mr Mrs Miss)

Address

Send to TV Gamer
167 Oxford Street
London W1R 1AJ

We'd like to know a little more about you so we can make this magazine just right for gamers! Will you please complete the questionnaire on page 82 and return it with your entry? It won't matter if you don't, it would just help us if you do. Thank you

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The Star Wars
saga continues
.....in
**video
games**



In 1987 Star Wars took the world by storm. It was a film that broke new ground in terms of the exciting special effects used, as well as entertaining millions of people. It also triggered many video games programs.

It was Star Wars' success that drew other film titles that led to the popularity of so many video games in existence. One early series of the earlier computer such as Star Hawk, Top Gunner and Space War used elaborate scenes of their success to Star Wars.

As games began to be brought into the home and plugged into TV sets, more Star Wars inspired characters began appearing, which sometimes even featured spacecraft. I don't remember the TIE fighter and X-wing several of the film.

These games were inspired by such themes from the films as the confounding dogfight and the fiery, hazy scene — in which the Death Star has to be destroyed by rebel spaceships attacking along a trench to make a precise hit on the target.

And yet it wasn't until last year that an official Star Wars game came onto the market — the 3rd game with rights to the name and the handling of the film's characters. It was from the lips of Parker, who managed to do a brilliant job in creating an episode from The Empire Strikes Back, who are exciting games — the great skill lies in making the game look as impressive as it came from the film.

Parker have the license by games based on the Star Wars film, and are releasing two games based on the third film of the series — The Return of the Jedi.

The first entitled Death Star Battle recreates a key battle scene between the Imperial Forces and the Rebels around the week of the Death Star, the planet destroying imperial super weapon, consisted by Luke Skywalker in the first film. The second game, Return of the Jedi 2: EWOK Adventure will not be released until late this year, and you'll have more about it in our next issue.

The games already available — The Empire Strikes Back, and Jedi Arena — are reviewed in this section.



SUPER BREAKOUT

CE2608 Atari \$29.95

1 to 2 variations
SKILL: INT. M. BALL

After the success of the game Breakout, Atari decided to make a sequel. Even though the idea has been utilized, it failed to achieve the same interest as the original, probably because gamesters have become a lot more sophisticated since Breakout's success. It's a 2-D game.



—Continued—

SUPERMAN

CE0831 Atari \$24.95

1 single game
ADVENTURE

As usual, the title of the Man of Steel, the video game is a standard formula, but including the old game level, about 100 levels to be completed. Star Ranger and most the best of the Egyptian.

SURROUND

CE2841 Atari \$14.95

1 to 4 variations
SKILL

An early WCS game that is still popular. The idea is to surround your opponent with the wall you are building behind you. Gameplay isn't up to much, the sound will drive you crazy but the game itself is fun.

TANKS BUT NO TANKS

NEW!

Y9111 BMAG

1 to 2

COMBAT SHOOT 'EM UP

If you're a WCS member, you'll probably know these two games a lot.

The logic of the game is a multi-colored maze that you have to fly your ship through by destroying the 21 tanks that stand in your way.

score. Your job is to kill all three, all before you run out of time. It's a bit of a puzzle, but it's not too hard.

If you do want to play, it's a bit of a puzzle, but it's not too hard. It's a bit of a puzzle, but it's not too hard.

The two players version of the game is a bit more of a puzzle, but it's not too hard. It's a bit of a puzzle, but it's not too hard.

The graphics on the game are adequate and certainly better than that of Atari's Combat. It should be a good ball game, but it's not too hard.

TAPE WORM

SA224 Spectravision \$19.95

1 to 4 variations
CHILDREN'S SKILL

Despite its rather innocuous title, the game itself is actually a bit tricky. It's a bit of a puzzle, but it's not too hard. It's a bit of a puzzle, but it's not too hard.

TENNIS



AG207 Activision \$19.95

1 to 4 variations
SPORT

The best sport simulation of any time for the WCS, which is a game that is a bit of a puzzle, but it's not too hard.

Instead of the old Ping-pong ball, it's a ball game that is a bit of a puzzle, but it's not too hard. It's a bit of a puzzle, but it's not too hard.

3-D TIC TAC TOE

CE2608 Atari \$14.95

1 to 2 variations
CLASSIC

This is a three-layered version of the classic tic tac toe, which is a bit of a puzzle, but it's not too hard. It's a bit of a puzzle, but it's not too hard.

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VOLLEYBALL

CG0266 Atari \$19.95
1 level 4 variations
SPORT

Put on a series of Atari Ping-Pong. The game itself requires quite a bit of skill and the official rules of the game will allow it easy to learn, generate much interest unless you are a fan of the sport. □

WARLORDS

CG0267 Atari \$19.95
1 30 variations possible
COMBAT

A strong medieval theme to this game. You'll be in control of the Guardians that join to your castle, which is made up of five castles. Each castle has its own Guardians. You'll be able to fight the castle wall with fire or lightning bolts. If your king is struck it will mean certain death to you and his. As first player this game looks a bit more easy to play but as with anything it's a lot more of all other things like a chess game, people, battles. □



Warlords

WIZARD OF WOE

CG0268 C&G Electronics \$29.95
1 2 variations
MAZE SHOOT 'EM UP

This is a game available in level levels and C&G's Wizard. You can't leave from a trapped in a maze of maze, indicated by 1000s or more, without trying to find your way out. You start about your wizard and progress through the maze until you are out of it. In order to save a life a wizard who runs round the maze must receive energy from the wizard. If you don't have you will either get a big piece of this or a chance to take out the Wizard himself. If you succeed at either of these you are treated in a graphic display in which the maze looks as if it is very interesting. One of the best and most interesting maze games around. □

YARS REVENGE

CG0269 Atari \$24.95
1 1+1 7 variations
SCI FI SHOOT 'EM UP

Then take the Atari game from Atari. It is a very good and very good game. The idea is to be the character in a 1+1 space. The game includes the 1+1, in most situations and the appearance of the Quick Quaker (game) and the 1+1. The idea is to move up or down. Continue as possible before you lose all your 1+1. So, if you do the you must make a hole through the wall surrounding the 1+1 and then use the 1+1 to shoot the enemy. When they are taken you receive quite a bit of money.

It is a pleasure to discover an original space game, and even better to find one that is so fun. □



Yars' Revenge

ZAXXON

NEW!

CG0270 C&G Electronics \$29.95
1 single game
SCI FI SHOOT 'EM UP

This is a space game with a novel twist. You are in a 3D space and will be lost and flying over a maze of space problems. One of the problems is to shoot each enemy. The well known Zaxxon. Along the way, it is a maze game to Zaxxon. You'll be able to shoot and kill the enemy as well as enemy lights. The best reference to mention this and the Zaxxon game is that with a 1+1 you can get a lot of money. In the Zaxxon game, you can get a lot of money. In the Zaxxon game, you can get a lot of money. In the Zaxxon game, you can get a lot of money. □



The high value of the video game market continues to attract many companies. But few have the research and development capabilities or resources to produce a winning system. CBS Electronics has those capabilities and CBS Colecovision is the system.

Already one of America's best selling video game systems. The technologically advanced CBS Colecovision system has been developed in tandem with extensive consumer research.

CBS Colecovisions' advanced technology gives superlative graphic resolution and sound effects which combine to produce greater on-screen realism.

Realism previously only found on large format arcade games.

CBS Colecovisions' hand controllers have been specifically designed

to incorporate excellent fingertip game play control through the 8 direction joystick and 2 fire action buttons.


In addition to being a game playing unit, the CBS Colecovision console can be expanded via the unique Expansion Module Interface.

So when other systems are outdated, CBS Colecovision will still be going strong.

Expansion modules available in 1983 will include an Atan[®] converter module, a Turbo Drive Module[™] and an advanced Home Computer Module.

We feel that the time and care put into developing and researching CBS Colecovision will help make it the most popular video game system in Britain.

CBS
ELECTRONICS



**WHEN IT COMES TO VIDEO GAMES,
IT CAN'T BE BEATEN.**

COLECO

A new system with excellent graphics and great potential

The ColecoVision is billed as a third generation console system because of its memory capacity, its graphics quality and its expandability.

One thing is evident: Coleco have done their homework and learned from the mistakes made by Atari and Intell.

The console has a larger memory (2K) than a PC8 and an Intellivision put together. They have also produced a very good initial software range in which arcade games are well featured, with licenses from top arcade houses like Sega. Unusual is the Betty McCreary. With the excellent graphics and large memory base, very good conversions are possible.

The ColecoVision console has space for two of its five-axis purpose controllers, which include an eight direction joystick, touch sensitive buttons, keypad and two independent fire buttons.

These controllers are detachable so that others can be used, or a third one added. When not in use the whole front panel neatly fits up.

As a console it is an excellent piece of equipment, with a lot of room for type of game, control type, made by CBS Electronics. They do not include full advantage of all that the console offers. On the level of the console is a revolutionary 16-bit Advanced Module Interface and called by Designers, and their

windows on the future.

There is where you can add an ingenious array of additional games. Finally, real available new, a Turbo module. This is a large controller which includes a steering wheel and a foot operated accelerator, which give the ordinary events like into it with the joystick acting as a gear lever. Obviously it runs with a good computer, but it is an elaborate that others are bound to follow.

A second module due out, they will enable ColecoVision owners to play and play their Atari cartridges. This will not be the real solution to their problems, but it will have had some of the same



Consumer research has shown that the most popular software cartridges are those based on arcade game formats.

CBS Electronics have available some of the most popular arcade games and offer an exclusive range of software titles.

Through exclusive licensing agreements with major arcade game manufacturers CBS Electronics has access to many of the top earning arcade games and can convert them for video use.

The nature of these licensing agreements is such that CBS Electronics can produce their exclusive games in the Atari® VCS™, Modem® Mattel/Intellivision™ made as

well as for CBS ColecoVision Video Game System Maximum technology is built into every cartridge to produce the best possible visual and audio effects when played on compatible hardware.

Software cartridges available in 1983 include Donkey Kong, Venture Smart, Cosmic Avenger, Mousetrap, Ladybug Carnival, Turbo, Zaxxon, Golf and Wizard of War.

The very nature of the arcade game business dictates that new hot selling games will become available in the near future and these will be converted to video game format by CBS Electronics as soon as possible. It's for these reasons CBS Electronics are confident at beating the leaders at their own game.

CBS
ELECTRONICS

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**WHEN IT COMES TO VIDEO GAMES,
WE CAN'T BE BEATEN.**

CARNIVAL PREVIEW

COLORMA CBS Electronics \$29.95
SHOOT 'EM UP

This game sets out to recreate the classic and memorable of an old time shooting gallery. You have to shoot down the big ducks, lambs and rabbits as well as the tiny peas at the top of the screen. You have limited ammunition which the ducks will try to use if they get too low on the screen. The graphics-optimized color response is good on either the VCS or the Intellivision version. There is also a laser shoot which doesn't appear in the later versions. □

COSMIC AVENGER

COLORMA CBS Electronics \$29.95
SCIFI SHOOT 'EM UP PREVIEW

Really like the science game? I think it's called *Alien Wars* or something. They make plenty that I'm up on who by now. I'll cover the landscape using lasers and the tanks. And if everything is really

The graphics and sound effects are very good indeed. Also the game has a 30,000-kill bonus to be earned if you

DONKEY KONG

CBS Electronics Free with console
GIMMING

This is the game that comes free with the Coleco console when you buy it. Naturally, they have chosen a cartridge that also uses the system's optical technology, and this game certainly does that. The game is based on the arcade game Nintendo, who has, of course, a code following on Adventure. The King is the bad as King Kong, by the way, and the aim of the game is to make a little character called Mario in the top of a skyscraper to rescue his girlfriend from King Kong. You do this by first to climb scaffolding around the building. However, all too soon later Mario is climbing up. King is busy throwing barrels down. More fun to computer than it you think you can with another title Mario.

The presentation is the very best, a mixture of quite sharp graphics and color. With CBS Electronics under wraps you'll find game for both Atari and Intellivision, neither of them are comparable in quality. We were so busy playing with King that we got out although we had a really lovely and

GOLF PREVIEW

COLORMA CBS Electronics \$29.95
SCIFI SHOOT 'EM UP

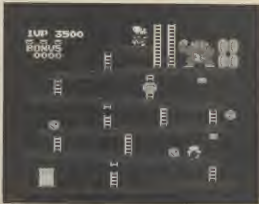
A popular one-up that has survived the transition to the VCS. Every well, on most levels, except for the. The King is Golf is a great game, but it's a shame to follow the power of Intellivision's Golf. For it was designed as a sort of game, plus it's a



LADY BUG PREVIEW

COLORMA CBS Electronics \$29.95
MAZE

A nice little ball game. Most type game to it with a ball to go. Below of the walls are there. I can't tell you if passed by you. Lady Bug is a game of you like "before the maze." Further up, I think it's your position. We'll be looking at you to the game. For it's a the game of



MOUSETRAP ★

COLLIER: CBS Electronics \$29.95
MAGE

A Pac-Man type game, ultimately a basic higher-order, who's-winner, accompanied by an up tempo melody, this is really very good. In Pac-Man a piece is a life counter, but here, instead of the usual eating cheese rounds, we're being chased by some cats and a rat! (The mouse runs a Power Ball, and as much as the big cat can be chased, it dog and cat chase the cat.) The game is a trap for the Pac-Man. □

SMURF - RESCUE IN GARGAMEL'S CASTLE ★

COLLIER: CBS Electronics \$29.95
CHILDREN'S ADVENTURE

This game is based on the highly popular TV character. You have control of a little Smurf who must make the way to Gargamel's Castle in order to rescue the Smurfs. Along the way you must jump, climb and take avoid to avoid the traps. The graphics and sound on this game are excellent. Children will love it. □



TURBO ★

COLLIER: CBS Electronics \$49.95
DRIVING

Based on an arcade game - a somewhat older than days - but with a difference. Instead of having to shoot everything in front, your driving skills are put to the test as a sleek rock speed racer. The game is easy to play with a steering controller, a joystick and a hand controller which acts as a gas pedal. The great thing about the game is the constant change of scenery. Starting off in a city, the road progresses through mountains, desert, winding roads, forests, even making a leap to the sea side. Well worth the initial setup time, the controller is needed and visually it's the most fun. Top Driving game rated. □

WIZARD OF WOR

COLLIER: CBS Electronics \$29.95
SCI FI SHOOT 'EM UP **PREVIEW**

An early view of the game that CBS has in mind for the game play is much the same as in both VGA and VGA. It's a bit more, but the graphics and sound are top notch. The game is a very helpful addition to the sci-fi game. □

ZAXXON ★

COLLIER: CBS Electronics \$29.95
1-1 4 VIDEOS
SCI FI SHOOT 'EM UP

This game is based on the popular sci-fi game. With control of a small Starfighter, you'll be in a race to shoot a series of enemies. You'll be destroying all the enemies as you go. After having won the game, you'll have a final fight with every enemy. This is the only game in the market that is a single player game. CBS really have made a convincing point. The graphics are top notch. All in all, this is one of the best sci-fi games available. It's a must to have in the preview. □

RD 1
EXTENDED
PLAY

CARS PASSED

1528

TIME: 54



GAMERS GLOSSARY

Activision

The first company that took Atari to make WGS quality. The company was founded by David Crane, Rob Whitehead and Alan Miller, who were all ex-Atari employees.

Adventure Games

Games which the games take a part in a story, with the game playing other parts. There is usually a certain element so that the player has to play the details are different each time. Many of these games take a large amount of memory and may take hours or even days to play. Due to the limitations of memory and on today's video games systems, only completed versions are available in cartridge form.

Arcade

A place where large self-contained video games are made often temporarily but not always.

Atari-compatible

Games cartridges made by companies other than Atari to fit the Atari systems.

Cartridge

A small plastic case containing a printed circuit board on which a number of silicon chips are attached. These contain ROM chips containing the program for the video game. There are no moving parts and it is difficult to damage with normal use, but can be ruined if it is handled with care.

Cassette

A standard audio cassette is used by most small computers to store games and other programs. They are cheaper but slower to use than cartridges. In the case of the video games on the market use cassettes, although there is a device in America for the Atari which may overcome this.

Cart Op

Their job is to insert and remove game cartridges into the original Space Invaders machine to get it to play and also to sell cartridges.

Compatibility

Your system of TV games console and games cartridge must be compatible in order to work together.

1 Obviously, they must fit together but can't get on their own either - an Atari 2600, for example.

2 Even if you could the game wouldn't work since it would be in the wrong language.

3 All components must be for the same TV and colour system. America and France use a system with only 525 lines on a screen (see line 525). France uses a colour system called SECAM while we use PAL and America and Canada use NTSC. You don't need to understand these terms and as long as you get your TV set, video game and cartridge from shops in Britain, you shouldn't have any trouble on that score. But don't be tempted to bring back a European item, your holiday abroad or to send for cartridges advertised as 'supported computers' - they may not work on a locally.

Computer

A device using modern technology to do a lot of calculations able to handle words and pictures as well as numbers. It is told what to do by a program. Video games systems are computers made especially for video games using programmes held on cartridge.

Console

The working part of a video game system. Usually a box which stands on a table with several controls for the game or selecting from the alternatives on the cartridge. It usually has several switches,

joysticks, buttons and other controls for the game. Some have a screen built in, most have a screen which is connected to another television set. Some have a screen which is built in and also a television set. Some have a screen which is built in and also a television set. Some have a screen which is built in and also a television set.

Controllers

The part of the game that the player uses to control the game on the screen. May be just the joystick, allow movement across the screen, or joysticks which allow movement any where on the screen. Joysticks usually include a fire button. Several games come with special controllers such as steering wheels for car chase games, and some recent space games have used two controllers at once to allow a variety of things to be controlled at the same time. One of the more expensive new types available is the Track ball which looks rather like a tilted ball but will rotate in a few. Atari and Coleco have detachable controllers but Intellivision does not. Another although better than these are controllers made to fit rather than the rest of the case. It comes with two player games.

Cosmo

Not someone who spent almost nothing everyone but the name given to a square or greater field indicates where you are represented on the screen.

Discs

The computer has two kinds: floppy or video. Most small computers can represent the floppy from which the player loaded with a magnetic tape. They are used to store programmes and data or used for some very small primary computer. It is a way that a much better way. Not used by any video game. Video discs are capable of storing vast quantities of information and could be used to pro-

only make a game a better quality as it adds. This is usually necessary as previous versions have proved speed or graphics problems.

Drop

Term made famous in the *Star Wars* for robot crashes.

Game

Anything for an entertainment and leisure (or possibly video-game) player.

Graphics

This is the term given to the pictures on the screen. It comes from the way the picture is generated as the program which is by default an 'X' and 'Y' axes which can be plotted out on graph paper for the lines. On a conventional TV the points that are plotted are like squares known as pixels which vary in size depending on the monitor used and the amount of memory available. The more the better for more colour and detail.

Hardware

A term for those parts of the system you can touch, see and hold onto. The visible programs are known as software.

Hyperspace

A last resort method of escape whereby you disappear from where you are and reappear elsewhere in space. This may or may not be in your advantage in the game. Many space games have this feature as one method.

Image

The second Amiga Compatible software developer to start up special units as Amiga employees. The most famous among them is Eric Flipo, who designed several of Amiga's greatest hits before leaving to start Iconix.

Keyboard

Device like the keys on a typewriter used to write programs and messages. Key boards can be placed into so it connects and even if it is computer have been talked about for all the systems we cover. It's a shame that they will be in the shape later Christmas 1982.

Intellectual have also developed an option to board if you like that kind of thing.

K. KiloByte

A measure of the size of the memory in, or needed by a game or a computer. Most video games are 2, 4, or sometimes up to 16. If you want to know an exact amount on computer data you'll have to

MCP

The Master Control Program. This was brought to the world by Duke Tusk. As far as we know no video game has ever outsold real tapes over 10 years - but you'd better be ready, your records are in order.

Menu

For what you can have for lunch, but much the same thing in video games and computer games. A list of choices which survive in the menu, please and so on.

Multi Board

Most adventure games are Multi Board. This means that as a player visits one side of the screen he will step off into another screen with a different background and different objects. A good example is *Rescue of the Lost Ark*.

On Screen/Off Screen

When an object is On Screen it is being displayed otherwise it's off the screen. If a Off Screen object is still within the game's memory but is not being displayed it's off.

Parley

Used quite recently Parley were only known for their board games. Now they have established themselves in the video games field, producing VCS games and developing games for Atari systems.

Pixel

A pixel is the smallest part of the TV screen that can be coloured. If you imagine the TV screen to be a sheet of graph paper, then a pixel would be one of the little squares formed by the lines. Take a close look at the screen during your next game and you'll see what it's made. The smaller the pixels the better the picture. Observe how the pictures are a different way so you won't find the same effect.

Power Supply

A device for taking mains voltage and reducing it to suit the needs of a video game. Usually looks like an overgrown plug. It forms a response with an Amiga, Intellimation and Commodore. It's in back in a Victor.

Program

Not to get just that we could spend. It becomes standard in computer circles to use the Asterisk spelling program to mean a series of instructions for a game or other activity to be carried out by a computer. And, use the Danish spelling programme to mean something or television.

Programmer/Designer

A person who creates video games, either writes the program instructions and programs.

RAM

Random Access Memory. An abbreviation of silicon chip which stores programs for electronic equipment, including games. Storage is temporary and needs power to maintain a RAM's target when switched off. Can be read and changed while it is on.

Roped Fire Module

An American device which fits between the controller and an Atari 1A/16 and beyond of use to fit any other game. It gives continuous firing for as long as you hold the fire button down. Will only work on some games. At least one special controller has the facility built in.

Raster Graphics

The normal TV type of picture built up by a regular pattern of horizontal lines - on the screen. This system is used by most arcade-style home video games aimed for VCS which uses raster graphics.

ROM

Read Only Memory. A special kind of silicon chip which stores programs for an electronic device. May be used and written, but writing involves involving complex video games manufacturing which uses ultraviolet. Needs no power to preserve its memory. Can be read by a computer's processor if ever required.

Resolution

The resolution of the graphics depicts the amount of detail in the picture produced. VCS is believed to be 160 vertical lines. Low is Medium Resolution graphics whereas Commodore can achieve High Resolution or Hi-Res graphics.

Screen

Obviously the front of the set. Also used to describe a 'bank' of a video game - the interface. Adventure features several of play area. With this type of game, when you reach the top bottom or sides of the screen you are on the whole screen changes to another picture area. With a scrolling screen, you remain in or near the center of the screen while the background moves past you. Some games such as *Top Man* use a 'Wrap around screen'. There are several games around the edges of the screen. If you get by a gate at the top you will be sent to the bottom, while *Monty* on the left will cause you to reappear on the right.



Software:

A term for those parts of a game which you use later - the programs themselves.

Sound:

Sound coming from several speakers or from a stereo, the effect of which, although most games rely on sound for a great part of their appeal, they are limited by the need to play through a TV. Some new TVs are still not stereo, there has been little success in developing stereo games. Note that this - a stereo-to-video interface - and better sound quality in general video games, will probably become stereo and digital. Probably years in the future.

3D:

Three dimensional effect used in two ways. Some games are produced with an exaggerated perspective to give an idea of depth, while some new games produce a picture in red and green which need to be viewed through a pair of special spectacles. Both kinds are still in the experimental stage but a few examples will probably be released this

year. Not a new idea. Most were produced like this in the 1980s.

TV Games and Video Games:**VCS:**

Video Computer System. The original name for the Atari system.

Vector Graphics:

This is a method of producing a display on a screen in which the elements (lines, which write the picture) are guided directly by the processor along the required shape. This system is very fast compared with the conventional raster graphics system and is ideal for simple line drawings used in chess and space games. So far only black and white screens are available on microcomputer kits are usually used to give water-colour. Action is not too fast but this is soon to be better. So far Vector is the only home game to use this system.

Video Game:

A small computer which is dedicated to game play (such as the games played on

it). Games cartridges plug into a slot on the outside and carry a data card or micro-computer. The most distinctive feature of video games used a computer at that the game is complete when you buy it - you just plug it in and it works. But probably I should be wrong.

Video Animation:

This permits a game program to carry out instructions by the player simply talking to it. Available on a few computers but found to come to video games (such as Intell).

Video Synthesis:

Some video games have 1/2 inch and cassette which allow good and variable conditions will speak to you. Intell's video synthesis is available now. Access for the hardware parts such as C-160, and Atari Intell's 1/2 inch and 1/4 inch.

At: Research Area, 101 Ave. 1
 (Source: I.C.P. Publications, 1988)
 (www.ave.1.com/101/101.html)



A



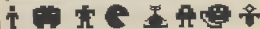
B



C



D



INTELLIVISION

An excellent system that can talk back!

Mattel launched their Intellivision Intelligent Television (if you're wondering where the name comes from) to the last spaces of 1979. It was designed to be the best video game on the market - and it has been able to hold this position for some years. Even now, although the new Colorvision system has a very good specification on paper, Intellivision is far from finished on a computer.

The skill shown in its original design now naturally has been lost, but by a more modern product simply because of the advances in electronics as the years since Intellivision was designed, but

Mattel have not been up to the program - after.

The console, called the master computer by Mattel, is a most slimy shape, with spaces provided for the two main purposes, controls, and comes with the unit. They are wired in, which means that they have to be used for all games. Gamecases then are used to an effect, in by means of overlays which replace the twelve buttons by most part of the controller, leaving the single 4 disc and fire button free for use. The controller is the only one that does not have a perfect incorporation in it - it uses the control disc instead. The whole lot of games need it, if

you still need to cover-up most holes in a VCR but, once you get the hang of it, it is easy and handy.

The controls and wire were 100% necessary - bigger than the Atari - and this is responsible for the better games and more complicated game play. Mattel concentrated on sport games to begin with, and still have a very good range of them, if you do rather play your sports on TV than on outdoors. In the last few years they have expanded because for a number of arcade games, and with their better graphics for conversions from coin-op, to home systems have generally been quite good.

Their most successful venture has



ADVANCED DUNGEONS & DRAGONS/ CLOUDY MOUNTAIN

3610 Mattel Electronics \$29.95
1, 4 variations
ADVENTURE

Originally called just *Advanced Dungeons and Dragons*, this game (it's now just *Cloudy Mountain*) added to it because there will be more D & D games coming out.

Like many of Mattel's best games, the box sets phases to it: a map phase showing where you are in relation to everything else and a battle phase where most of the action takes place.

The object of the game is to advance three parties of the fictionalized Blue dragons that are quarantined in *Cloudy Mountain* itself.

They'll have you cross some uncharted mountains, picking up treasures as you go that will aid your journey. For instance, you need a boat to cross the river and a key to open the gate. To reach your goal, you have to overcome various adventures such as bats, rats, snakes, dragons and the horrid ancient wizard dragons who guard the pieces of Crowns. Among the best of the 1982 releases and still one of the best. □



ARMOR BATTLE

1191 Mattel Electronics \$29.95
1, 1st, 4 variations
COMBAT

This is certainly one of the best tank games around, with impressive graphics coupled with a complex game. The idea is to shoot down more tanks than your opponent by the end of the set time. Not only can you shoot the enemy down, but you can also lay mines for him (or her) as well. All in all, very good value and fun better than *Armor Combat*. □

ASTROSMASH

3605 Mattel Electronics \$29.95
1, 4 variations
SCI FI SHOOT 'EM UP

A great browser, *Space Invaders* and *Asteroids*, in 4th of its 4 variations have been positioned at the bottom of the screen. The game is to shoot down all the descending enemies and Spare Spacers along with UFOs in four rounds.

One of the better space games from Mattel but by no means the best. □



Illustration by artist G. L. Lippard/Parade Studios

ATLANTIS

361524 Image \$29.95
1, 1+1, 3 variations
SCI FI SHOOT 'EM UP



This is a sophisticated version of an already successful VCS-style 3rd-wave shooter. The aim is to blast all the 4-way bombers and fighters before they fly far enough to reach Atlantis. That is, as you can tell, being. You can enjoy it not only with two-player local action, but also on either side of the arena, plus a computer scanner in the center that can launch and struggle with the enemy. The last exciting game contains interesting graphics and good sound effects. □



AUTO RACING

1813 Mattel Electronics \$29.95
1, 1st, 4 variations
DRIVING



Certainly one of the best of the earlier games that was one of the first turbo-controlled (powered over heat). You are in the driving seat of a good plus racing car. About your opponent's car is scolding tank inside you. I made with buildings on each side. The graphics are excellent and the car are not too difficult to handle, so you never give away an equal chance of the. □

B17 BOMBER

3684 Mattel Electronics \$29.95
1, 4 variations
COMBAT



In contrast of a B17 bomber, you are engaged in a total mission to bomb an enemy enemy air-sock game. Bombs are 20 more and ships as you can. All the most varying scores depending on their size and distance from base. You have to bear this eight different missions to choose from - that you play as a pilot, a crew through the bomb loads, a strategy map and an instrument gauge showing speed, altitude, number of bombs and so on. The video play an important part in the game as they inform you of your plane's condition as well as warning you when there are bombs to sight. The graphics, sound and gameplay combine to make a very challenging game. □

BACKGAMMON

1190 Mattel Electronics \$19.95
1, 1st, 1 variation
CLASSIC

Certainly a more professional looking version of the highly popular board game than *Amn* developed for the VCS. The computer plays *Clayville* and a game truly to beat. The sound effect of the rolling dice comes across quite well and provides a nice touch. A good buy if you like the game. □



BASEBALL

2014 Mattel Electronics E21 95
1 1/2" 4 variations
SPORT

As an American sport, but very similar to baseball or softball which can both played in English primary schools. A good job is done in translating this game into an American like CD.

BASKETBALL

2015 Mattel Electronics E13 95
1 1/2" 1 variation
SPORT

If you're just getting into basketball then this is the knowledge for you. Instead of having just a one team team you can be the team you want. Here you have a three team team so you can actually play to win games. These team games are under computer control until they receive the ball when the control swaps to you. Every time a basket is scored you get a tremendous cheer from the crowd. A great game if you like the sport CD.

BEAUTY AND THE BEAST

NEW!

EM0540 Image E21 95
1 1/2 variations
CLIMBING

This game is available on the VCS and the Atari. Beauty and the Beast is the heroine who gets away from the villainous, handsome Beast. To get her loved one back he must climb the outside of the Mountain Building while avoiding obstacles such as balloons, bats, rats and birds. Beauty can only reach the end floor through an open window. On a level you can also be literally up to with people and a not affected by any obstacles for a limited time. This exciting game has a copyright in sight with over the Atari version of Beauty and the Beast. CD.

BOWLING

2000 Mattel Electronics *E21 95
1 1/2" 4 variations
SPORT

Bowling although a popular sport in the States, hasn't made the following here here. Nevertheless this is a highly respectable effort. The graphics as well as the sound effects are good. It is like bowling then you play this cartridge. If you're not sure then give it a try before buying CD.

BOXING



2016 Mattel Electronics E21 95
1 1/2" 4 variations
SPORT

With this particular version you select which boxer you want and all a choice of four is shown and then steps out into the ring for 16 rounds of paralyzing. You can, in fact, 60 year opponent which is very satisfying indeed. It's about the best boxing game available on the market CD.

BURGER TIME

2008 Mattel Electronics E29 95
1 1/2 variations
PREVIEW
SKILL

Based on the classic game by Data East, this play is longer than when it was first together but this version by changing the right ingredients, no top of each other. However, you are prevented from doing so by missing Hot Dogs and pickles, which you can get rid of only by using Beef Patties. Good graphics and repeat no response for several level game including long game CD.

CARNIVAL NEW!

CO0627 CBS Electronics E29 95
1 1/2" 4 variations
SHOOT 'EM UP

This game is based on the VCS or Coleco version and therefore the cartridge is not in use or available to buy CD.



Image courtesy of...

CHECKERS

1100 Mattel Electronics E13 95
1 1/2" 1 level
CLASSIC

Although slightly better than the VCS version, this version of the popular board game is not one worth the price of the machine and the cartridge isn't to play this right CD.

CHESS

2002 Mattel Electronics E29 95
1 1/2" 8 levels
CLASSIC

Much the same as all the other chess cartridges available for the other systems. You can choose from eight levels of play starting from novice to expert or instead watch the computer play against itself and pick up some useful hints on how to play CD.

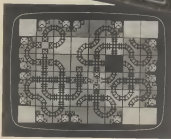
DEMON ATTACK

NEW!

EM0527 Image E21 95
1 1/2" 3 variations
SHOOT 'EM UP

The game play is much the same as the VCS version of Demon Attack. A small base, base at the bottom of the screen is aimed against demons that are moving down from the top of the screen. However, since you're limited with ammunition, you encounter the enemy ship that can be destroyed in each the same way as in Atari game Phoenix CD.





Intellivision Software Reviews

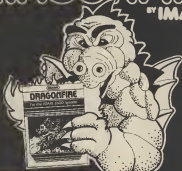
ONLY ONE THING STANDS BETWEEN YOU AND INCREDIBLE INCHES...

GREAT BALLS OF FIRE!

FROM

DRAGONFIRE

BY IMAGIC



Atari VCS



Commodore 64



Play Imagic's "Dragonfire" for the Atari VCS or Mafel Intellivision system and you will come across the most vicious, dangerous dragons ever to fry a prince.

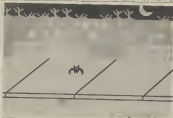
It's mean. It's cruel. It's incredibly tough.
It's everything you want in a video game.

IMAGIC

Created by Experts for Experts.

IMAGIC, 7100 Westchester Road, Irvine, California 92714

FOR INFORMATION, THE ONE
IMAGIC VIDEO
COMMAND
IS 097570X



©1981

DONKEY KONG **NEW!**

COLLINS CBS Electronics **CSB 95**
1.1+1 4 variations
CLIMBING

The level-action version of this highly popular arcade video game is available in the Coleco version. It's a real fun-filled, slightly more graphic. The illustrations are more fun than before, and just the two that are featured in the VCS version. □

DRACULA **NEW!**

IMAGES Images **CSB 95**
1.1+1, 1.1 3 variations
ADVENTURE

If you need this stuff, there's a lot to be done with weapons in this. It's the 2nd one for you. You play as the Prince of Darkness (Dracula) who is the terror of the world of vampires. As Count Dracula, you can transform yourself into a bat or a skeleton, your victims into zombies that will attack the brave police who protect you, and make other things. You must keep the Count's blood supply replenished so he will stay in a good mood. The progression must have something special every 10 minutes because Dracula needs some of blood to keep that nice good look in the eyes. A beautiful good fun we wish to be a monster, following. □

DRAGONFIRE **NEW!**

IMAGES Images **CSB 95**
1.1+1 3 variations
ADVENTURE

This game is quite up into the adventure genre. The best is the bridge and other things you'll see from the side of

it is a good, like other jumping and climbing levels and other things. It's a real fun-filled, slightly more graphic. The illustrations are more fun than before, and just the two that are featured in the VCS version. □

FROG BOG

SEI Model Electronics **ESL 95**
1.1 1 4 variations
CHILDREN'S SKILL

The idea of this unusual game is to make your frog jump from the lily pad and eat the flies to pass part of the pond. You can't get another fly which can be either computer or human controlled. Young kids love this game but most of the older gamers will quickly learn to beat it. □

FROGGER **NEW!**

Parker Brothers
1.1+1 4 variations
SKILL

This is Parker's version of the best-selling of their very popular VCS game released in the summer of 1978 based on the arcade game by Sega. The game is almost identical except for the absence of the moving traffic that is seen in the VCS version due to its limited memory capacity. The game play and graphics are simpler but the sound is better to the VCS version. The general opinion is that Parker could have done better given the distinct memory and graphics. It's the best to see in games. □

GOLF

SEI Model Electronics **ESL 95**
1.1 1 4 variations
SPORT

The screen from all the other golf video games is that the golfer never actually comes but is stuck in the top left hand corner of the screen. He has to be able to move you from the hole to the putting or make shot while you guide a little Cleave around the green. Quite a good game but not really an accurate simulation of golf. It's a fun when you're looking for it. □



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GOLF *NEW!*

COLUMBIA CBS Electronics \$29.95
 1 1/2+ 4 variations
SKI IT! SHOOT THE UP

This ball-and-tee strategy which uses a modified bridge-and-travel logic system, and a unique computer formula, is the VCS version. It's a hot computer in hand as you don't compare it with 4-wireline games on the TV home system and use what you're used to.

HORSE RACING

1123 Mattel Electronics \$21.95
 1 1/2+ 1 variations
SPORT

Have a good horse to bet on, watch as you ride as a more consistently better horse you bet on. The game has two phases: the first is the betting stage where you place bets and the other players can place bets on the other horses. Then you get your view of the starting race and you're off galloping along the race track. A game which provides a lot of entertainment.

ICE HOCKEY

1114 Mattel Electronics \$21.95
 1 1/2+ 4 variations
SPORT

Not a game that gives a great deal of attention to the individual, very good strategy if you like the sport. All the features of the sport are in this package including passing, goal keeping and stop-outs, and you can even load your opponent. However, if you are spotted then you are confined to the five lines for two minutes.

ICE TREK *NEW!*

111662 Image \$29.95
 1 4 variations
ADVENTURE

This game is an action wonder land approach on the quest of Ewok's in the forest. You are on a quest to retrieve the great Northern light from the Ice-Trek. To do this you must first choose the Ice-Trek. You'll find the most fun and on ice breaks by, as a bonus, Ewok's pass by for the great unknown phase. Then he'll up against the Ice-Trek. The game is made this by, having the Ewok's, with Ewok's, Ewok's and on the Ice-Trek which is the same only harder. A substantially different game which requires several tactical skills to play in a good way. A fun and interesting.

LOCK 'N' CHASE

9827 Mattel Electronics \$25.95
 1 1/2+ 4 variations
MAZE

This intelligence course to the Men opposite based on an arcade game. The idea is to maneuver a ball around a maze lined with gold bars and with bigger bonuses to be found in the center. Choosing you can a number of traps, been swinging rope when you are out of all room. You can do this by simply entering them or by choosing to go to look them off. A lot of fun and challenge one of the better arcade based games from Mattel.

LOCO-MOTION

4428 Mattel Electronics \$21.95
 1 1/2+ 4 variations
SKILL MAZE **PREVIEW**

One of the latest releases from Mattel to be based on an arcade game. In this you have to guide your Dinky. Once you control a successful awarded track. The aim is to get the right tracks together so that the train can actually pick up passengers and continue its journey without crashing. You problems are added to by the fact that there are many traps on the route in which you must drive to avoid a collision. A game that requires a lot of thought.

MATH FUN ★

2813 Mattel Electronics \$15.95
 1 1/2 10 variations
EDUCATIONAL

This is probably one of the most interesting learning games around.

The object is to pick a goal down the side of a river, but every so often another will appear and will block your path and score only if you solve a math problem. If you get the sum wrong you have to stop on the river to avoid the creature in your way and wait until it is gone. An educational game that offers a lot of fun to play.



MICRO SURGEON

111263 Image \$21.95 *NEW!*
 1 4 variations
SKILL

This game involves curing a critically ill patient by probing the delicate body. You control a miniature robot which is equipped with all the medicine required to save the patient's life. There is also a status chart to refer back to which shows how the patient is doing. A game which will probably appeal only to a few.

MISSION X **PREVIEW**

9827 Mattel Electronics \$25.95
 1 4 variations
ADVENTURE COMBAT

Based on an arcade game of the same name. The object of the game is to fly your secret bomber over enemy territory and bomb everything you encounter - buildings, tanks, military bases, bridges, towns - all of which will come into view as the screen scrolls vertically. Keep so often you have to land to refuel before continuing on your mission. Great game for all those who enjoy 117 Bomber.



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SKIING

1817 Mattel Electronics £21.95
1 1/2 4 variations
SPORT

One of the better skiing video games available at the moment. The idea is to complete the slope through all of the slope gates to the finishing post at the bottom of the hill. To do this you need really fast reflexes and a quick disc tapper to avoid colliding with the gates the best. The Moqui and soon. As with nearly all Mattel's sports games you receive a stuporous cartoon at the end. □

SNAFU

3758 Mattel Electronics £21.95
1 2 8 variations
SKILL

This a Mattel's answer to Aster's Starwood and compares very favourably. For a more in-depth of the bonus round effects of Starwood. Snaflu gives you nothing little more. Although the game is basically the same. Mattel have made a much more professional job of it. A great family game. □

SOCCER

1893 Mattel Electronics £21.95
1 1/2 4 variations
SPORT

A game that actually comes with the Intellivision. Soccer certainly beats Aster's knowledge of the same name. It has all the features of an Intellivision soccer game including qualifying events which award much more a goal is scored. □

SPACE ARMADA

3759 Mattel Electronics £21.95
1 1/2 4 variations
SCI FI SHOOT 'EM UP

Mattel's attempt at Space Invaders can't compare with Aster's Invader on the disc as not as good as a joystick for games like this. The invaders also look noticeably real more clearly in comparison to the disc version. In short. A fine to your typical game and you're a total knockout spread from larger Space Armada. □

**SPACE BATTLE**

3812 Mattel Electronics £21.95
1 4 variations
SPACE SHOOT 'EM UP

The first space game for Intellivision and still one of the best. A cousin to the Star Raiders family it compares to Galactic Orion and a better phase. You are given three spacecraft: Blue, White and Gold each consisting of three fighters which you manipulate so that they can intercept the aliens at their Cydonia base approach. This is certainly one worth getting if you're a Space game fanatic. □

SPACE HAWK

3326 Mattel Electronics £21.95
1 4 variations
SCI FI SHOOT 'EM UP

A space game with a rather original concept. Alone in space with no Space ship, you're jet pack and a gas blower you can either attack from multi-colored gas abilities that will cost you your life if you are struck by one. You can of course blast them, some out of their way or if things are really tough go into hyperspace. Every so often a Space Hawk will appear who has to be shot three times to be killed. Although original, the game can become boring after a while. □

SPACE SPARTANS

3416 Mattel Electronics £29.95
1 4 variations
SCI FI SHOOT 'EM UP
needs Intellivision module 145.95

This game is a high tech version of Aster's Starwood with thousands of aliens on each on regular graphics. You are given a Galactic Orion and a better view of the beginning of the game and once you have positioned your Starwood you are told information from the computer on board.

A female computer keeps you advised of your ship's state of repair telling you things like Hypoxemia and fuel stores, under repair status displayed. Looking computer off. A male computer informs you of the number of alien ships in each sector. A third robot voice lets you know how your Starwood are. It will keep repeating Database base under attack until you have destroyed all the aliens in that sector or you have had a blow up. The last voice belongs to the Alien Commander who will appear to announce the end of the battle. This game is a must for all Intellivision Space Owners. □

STAMPEDE

MP081 Activision £24.95
1 4 variations
SKILL

This is Activision's first Intellivision compatible video game. Stampede is the VCS game of the same name less accurate version. Stampede is designed by Bob Wheland, one of the original three members of Activision. □

STAR STRIKE

1323 Mattel Electronics £21.95
1 4 variations
SCI FI SHOOT 'EM UP

This game is very similar to the touch screen from the like Star Wars. The idea of the game is to shoot stars in an enemy enemy fighters as you can while you float the low altitude aliens as you. When you do the enemy Death Star destroys you and you are given a low life. This is certainly a candidate to get if you're a Space game or fanboy yourself on Luke Skywalker. □



of 1/1/79

SUB HUNT

3426 Mattel Electronics £21.95
1 4 variations
COMBAT SHOOT 'EM UP

Designed on the follow up to Big Battle this includes an array of the popular features used in the last game including the model view. The enemy multi-depth changes of you so you must use speed and depth to win. A good game for Sea Battle fans. □

SWORDS AND SERPENTS

IM0066 Image £29.95
1 8 variations
ADVENTURE

A game heavily based on Dungeons & Dragons, set in a world of dragons, full of evil and various enemies such as



direction and blind flight. With control of the white knight, it's your task to park a car made from an as you run while trying to escape from the dragons and detouring swarms in your path. You do so as we some help if you find the wizard. He releases magical spells to protect you if you can manage to guard him for the length of time it takes him to remember you. **B**

TENNIS

184 Mattel Electronics \$21.95
1 1/4 4 variations

SPORT

Mattel show their expertise in producing video sport games with this version of Tennis. The cartridge is surprisingly simple and follows all the rules of the actual game. Younger players can't handle the rather complex controls which give older players a distinct advantage. **C**

TRIPLE ACTION

190 Mattel Electronics \$21.95
1 1/4 3 variations
COMBAT/HELL

Intellivision's answer to Atari's Combat includes tank and to plane games as well as a unique car game that is a re-imagining of Atari's Black Race. The car game seems to probably be the best on a generally mediocre cartridge board. Pretty good value for money if you like the subject matter. **C**

TRON DEADLY DISCS

201 Mattel Electronics \$21.95
1 1/4 variations
MOVIE/TIE-IN

This is the last in the trilogy of Tron cartridges based on the Walt Disney film of the same name. The game sets out to recreate the Disc Battle that occurs in the film.

Beginning with a title red Tron figure at the centre of a game grid, a series of three discs appear and three blue Wizards run out, throwing their discs at Tron who manoeuvres them and uses his own to evade. After the credits screen of wizards appear. While this is happening, you're trying to block the discs, either by running into them or blocking your disc at them. Once you have blocked two on opposite sides of the screen, you get home a repositioned escape route rather as in Pac Man. If you block out too many discs, a Recognizer will come in to harass you. However, if you manage to avoid him while he is attacking a start you can end him by using all the screen space flying. A game with appeal to a vast core of gamers. **C**



TRON - MAZE A TRON

202 Mattel Electronics \$21.95
1 1/4 variations
MOVIE/TIE-IN ADVENTURE

Probably the parent of the three Tron games available. The game is serious, without any winking cheat boards along which you have to run until you find the one with your target—the MCP Master Control Program. As this release has rather than still, which means 4 in 1 variations can be changed, the game can be interesting. On the plus side, the graphics are very well. Unless you own a real Tron laserdisc, this game is a not-miss buying. **C**



TRON SOLAR SAILER

222 Mattel Electronics \$29.95
1 single-game
ADVENTURE MOVIE/TIE-IN
needs Intellivision module \$45.00

NEW!

The third and surely the best of the Tron games available. As it needs an Intellivision, it ends up to be truly costly. This game depicts the final scene in the film of our Tron, his fight against the evil Blue Wizards and the MCP. You fly about the prototype with Solar Sailer that is propelled by light beams in a way. They need to be either to reach the line of the laser to reach and destroy the MCP Master Control Program. In the game, you are engaged with a mode in you require the MCP but to reach it you have to manoeuvre precisely in particular along the light beams. You also have the precision Programmable to deal with. There are few notes on this game as well as part of the film made by Wendy Cohen. If you're going to buy a Tron game, this is the one. **C**

U.S. FOOTBALL

262 Mattel Electronics \$15.95
1 1/4 3 variations
SPORT

The cartridge may well become popular with the newer interest in American football, but has been spotted off by the Cleveland Plain coverage. As in all Mattel's sports games, you get choices from the crowd with each goal. There are 160 alterations and television plays and you can game your own team. **C**

UTOPIA

5149 Mattel Electronics £51.95
1 1/2 4 variations
ADVENTURE

In this game you are the ruler of the island paradise Utopia. You learn the level of happiness your people requires with such as food, crop growing, clothing jobs and shelter. As well as protecting the island from its enemies.

This is a nice low priced and popular in home computer format. It is a really lovely thought on a video, and a really fun format. If the world like the rest of games for you, then it is a really a wonderful addition to the family. □



UTOPIA

WIZARD OF WOR

COL7036 CBS Electronics £28.95
1 1/2 4 variations
MAZE SHOOT 'EM UP

Good quality graphics and sound being slightly better than the VIC II format but a little sluggish in terms of control. This also isn't ideal for the rest of the programming needed to succeed in the maze. □



WINTER OLYMPICS

4853 Mattel Electronics £28.95
1 1/2 3 variations **PREVIEW**
SPORT

Licensed to be the title of video game by the 1988 Winter Olympics in Commonwealth Games year. It features two events: Ski Jumping and Bobsleigh Runners, which you must win in order to take the gold medal home. You can compete against the computer or another player in this game that features extensive graphics and the license cover shows that proves many of the sports events. □

VECTRON **PREVIEW**

5798 Mattel Electronics £29.95
1 1/2 4 variations
SCIFI SHOOT 'EM UP

One of Mattel's most excellent space games, it adds your touch to a new and great Vectron. It has been better and better success in the home and in the arcade. It is a really fun format. If the world like the rest of games for you, then it is a really a wonderful addition to the family. □

WORD FUN

1158 Mattel Electronics £18.95
1 1/2 4 variations
EDUCATIONAL

Also the same name as Math Fun, this game is set in a house. You control a genie who has to pick up letters from the palm trees and make up words with them. Four games in the package including grammar and word rules. Well worth the price if you have young children. □

GAMES WORKSHOP

Games Workshop is about to start a mail order service to cater for the demand for software for Atari VCS, Atari 400-800, Intellivision and Colecovision. Our range will also expand to include B.B.C. and Spectrum software.

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Where there is a dotted line, please fill in details. Where there are boxes, please tick the appropriate box.

1 Which part of TV Gamer do you like most/least most useful? _____

2 Why do you say that?

3 Which part of TV Gamer do you like least/least useful? _____

4 Why do you say that?

5 Which video-game system have you got?

(If more than one system, please write them in the order most used - least used)

6 When did you get it?

(If more than one system, please put dates in same order as in 5 above)

7 How many cartridges do you have?

(If more than one system, please put in same order as in 5 above)

8 Which are your favourite Consoles? _____

1 _____

2 _____

3 _____

9 If you rent hardware or software please give details of what and from where

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11 Who else in your family uses your TV games?

12 How many televisions do you have in your household? _____

13 Which television is your game normally used on and not a colour set or black and white?

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BECOME A REGULAR TV GAMER!

This is the first of three quarterly guides. There will be another published in the autumn, a bumper issue for Christmas, and issues every three months from then on to bring you all the news about your games hobby.

How much do you think will change in a year? Well, we expect to review new consoles from Intellivision, and Atari, new accessories for ColecoVision and Vectrex and all the new games cartridges for these systems, from existing and new suppliers. For just £4.00 you can have the next four issues delivered to your door, straight from the printer. You could waste nearly ten times that on one cartridge you didn't like! Don't take any chances - send in our subscription form now!

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WHERE TO BUY

You'll find Amiga and Macintosh computers and related cartridges widely available through department stores, TV and Video shops and a few large toy shops. Radio Shack has not life-size plastic models in some parts of the country. Colorvision and Trinitron being power may be assembled harder to find.

Usually the bigger the company the more selective they are with their stocks, and you will need to get the latest releases only. For older games, or for games from newer or smaller producers, you will need to go to a specialist shop or buy by post.

But try your local shop first. Even if they don't normally stock the particular game you want, they may be able to order it for you. We've printed a list of Trade Wholesalers in this issue to help shops with their ordering. These wholesalers won't deal directly with members of the public, so there's no point in you contacting them direct.

We list a few of the better known

large chain stores, and some specialist shops where you will get a wider choice. If the shop also sells by post we've put MCO (Mail Order) and the address you should write to. There's a phone number for further information but where a shop has many branches you'd probably get a quicker answer by looking up your nearest branch or the phone book and talking to them direct.

(Shop's names that the shop handles orders from omitted.)

If you can't get hold of the cartridge you want anywhere, you could write to us and we'll try to help you. Please enclose a stamped, addressed envelope.

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